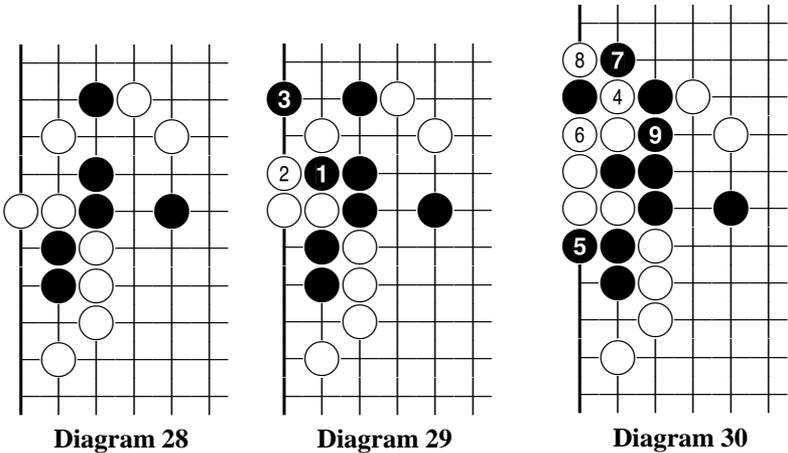


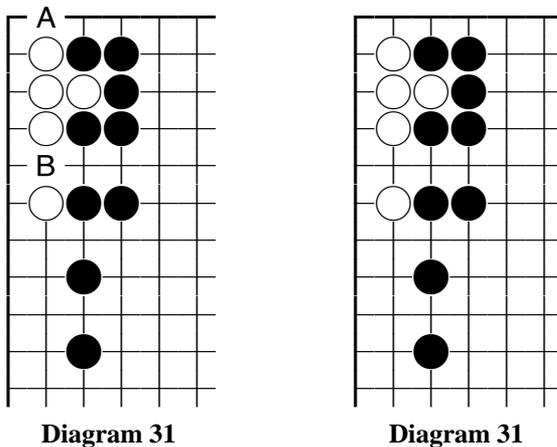
Don't overlook the edge of the board

The many tesuji which rely on the special features of the edge of the board are among the most easily overlooked.

Black's position in Diagram 28 seems to leave much to be desired. His stones are sadly separated and his two lower stones lack liberties; so he must start to reduce White's liberties from above. The push at 1 in Diagram 29 is obvious, but the skip to the edge with 3 is easily missed (compare Black 1 in Diagram 20). If White continues at 4 in Diagram 30, the resulting loss is enormous. White can cut his losses by playing 6 at 9, but Black connects all his stones.



The first line is also helpful in making eyes. White is in a lot of trouble in Diagram 31, and even a move at A leaves him dead after Black B, so what can he do? White can live with just one move. 1 in Diagram 32 makes A and B miai for two eyes. Such power should make you gasp!



Attack weak groups simultaneously

'Divide and conquer' is one of the oldest and truest prescriptions for success in military action. It applies equally well in go, and is the one fear that lives in the hearts of those who make squeeze plays.

The simple sequence in Diagram 59 shows quite clearly the devastating effect a 'karami' (splitting) attack can have. White's probe at 1 is normal. He then squeezes at 3, but Black counters at 4, forcing White out with 5, and now Black splits White's groups cleanly into two, aiming at both A and B. Not an enviable position for White.

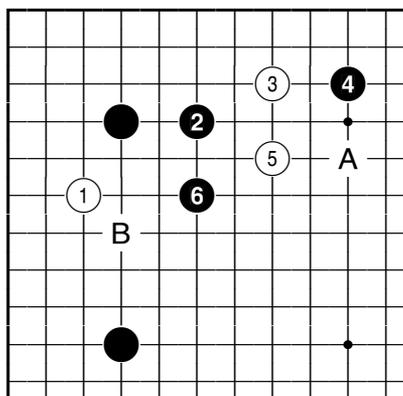


Diagram 59

Make the separation of your opponent's stones wherever possible your guide when fighting. White 1 in Diagram 60 is very greedy and White knows it, but it is a handicap game so he must try such tricks. If Black has the guts, he will play 1 in Diagram 61, and by the time the fight has reached 5, White will wish he had never started it.

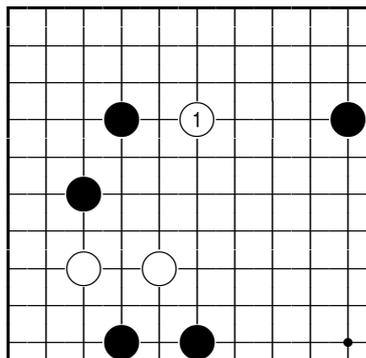


Diagram 60

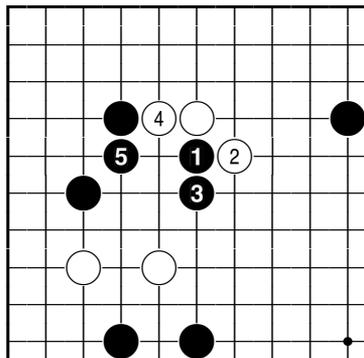


Diagram 61